

Westerly Public Library  
44 Broad Street  
Westerly, RI 02891

### Wilcox Park Treasure Hunt

Avast, me hearties!! 13 is called an unlucky number, but for pirates it's just one mean number, matey! Listen to this tale:

When last on land, an old sea-dog pirate captain misplaced his journal by mistake! It's up to you landlubbers to follow 13 clues, tracing the old rascal's steps as he peg-legged his way through Wilcox Park looking for supplies for his plundering, piratical voyage. You'll need a special map of the Park (this also has a compass rose on it) available in the Children's Room of Westerly Public Library, your own personal rubber stamp, a pencil, and a small journal of your own. Follow the clues until you uncover the pirate's "treasure". Stamp the pirate's journal in the hidden container with your own stamp, and pencil in the date, your first name, and where you're from. Use the pirate's stamp to stamp your own journal, and pencil in your location and the date. If you can show the Children's Room staff your journal with the special pirate's stamp impression stamped in it, you'll receive a piece of treasure.

(A pirate's motto is: no prey, no pay!)

Many other libraries in the state of Rhode Island are participating in treasure hunts (called Letterboxing) also. Ask for a list in the Children's Room, and visit some little known corners of RI...see how many stamp impressions you can collect in your journal!

**PLEASE NOTE: FOR SAFETY REASONS, A PARENT OR ANOTHER ADULT  
MUST ACCOMPANY CHILD ON THIS TREASURE HUNT.**

1. Standing behind the library, and facing NE, first he stopped at the Weeping Beech And thought of his mates so fine, some left behind, some out of reach.  
*(Start your quest by facing the beech with your back to the library and the Moore Garden birdbath).*
2. He turned to the right (kind of SE), found a bunny. Went over to catch it, but this bunny, in a pirate's soup or stewpot would taste kind of funny.
3. Turning south, he found a tree whose bark had no bite but from it he got kindling, to keep his mates warm at night.
4. He crossed the triangle on his map, thinking if his mates become sick? Then to the E he found a tree with wings, to help pirates smell better and get well quick.

5. He went toward the Hiker, followed the walk, heading NE, and on his left found a tree with nuts to flavor a chewing treat.
6. Crossed the bridge, walking sort of N once more, after—paces found on his right a tree Indians used to make flour.
7. He followed the sidewalk W to the pond, at the first intersection he turned right (NE) and soon found, the right tree to make a food basket so round. (except it's *white*, not *weeping*).
8. Thinking of food, he headed W, needing sweets for his trip. He'd have to wait for next spring, but all pirates love syrup!
9. On the map he saw a princess...could it be? But of course, when he got there, he found only a tree. (Head NW toward the Park High St. entrance)
10. Then on his map he saw skull-and-crossbones, an old pirate sign, walked S and found wood for a pirate gunstock so fine.
11. Pirates need silk for their Jolly Rogers furled, also paper for their treasure maps as they sail around the world. (Head west to find this tree).
12. The old salt by now was feeling sort of poorly, he needed a prop and went NW to a tree that is curly.
13. He'd found all his supplies, so he went back NE to another beech, European Purple fountain this time...under which is the pirate's journal to stamp and find. (This tree is not on your map).

***Stamp the pirate's journal, then yours. Pencil in your first name and date.***  
Then come back to the Children's Room with your journal, for a treat—don't wait!